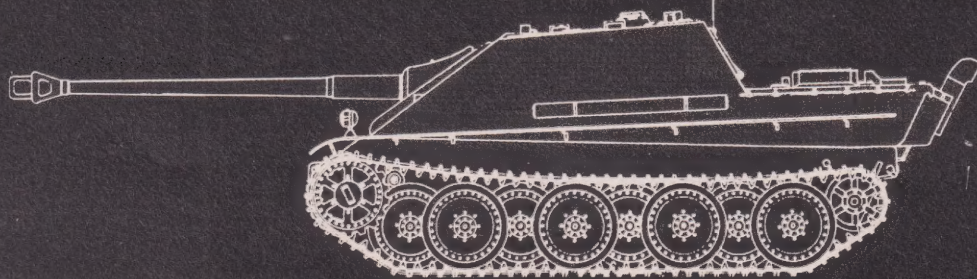


MILITARY SIMULATIONS PTY. LTD.



MILITARY SIMULATIONS PTY. LTD.
111 Beatrice Street, Cheltenham, Vic., 3192.

Catalogue



Strategy & Tactics



JEDKO



AVALON HILL



Conflict

Introduction

The games mentioned in this catalogue are designed to provide you with a unique and enjoyable way to relive, experience, and explore military history, for both pleasure and intellectual curiosity. Whether played solitaire or against an opponent, these boardgames can be used to recreate particular historical events with amazing accuracy, and to explore alternative outcomes.

AVALON HILL GAMES

These American manufactured games are of a very high physical quality and the \$12.50 series are probably the most popular and most played wargames ever made. We recommend these three games to both beginners and experienced players. The \$15.50 series are in bookcase format and contain much additional historical information in the form of notes, diagrams or charts. All Avalon Hill games can be played solitaire except Luftwaffe and Origins of World War II.

JEDKO GAMES

Have a combination of Avalon Hill's playability with SPI's historical accuracy, and we recommend them highly. Physical quality is good and they come boxed at a reasonable price. Unbeatable value.

SIMULATIONS PUBLICATIONS GAMES (S & T GAMES)

These games concentrate on historical accuracy and in this field are unsurpassed. However they are not recommended to beginners as the rules are very complex and the general enjoyment of play would suffer. For experienced wargamers who want a little more complexity and historical accuracy only. SPI games are printed on 22" x 34" coloured card-stock in tints of black and blue. The playing pieces are die cut cardboard. They are unboxed and are shipped in a 12" x 15" stiffened envelope

SPI

Please note that we are not necessarily bound by SPI terms of business or special offers. All SPI games are sold unboxed. Back issues of S & T magazine are sold for \$8.00 except issues 23 and 27 which sell for \$3.00. Availability of new games may be discovered by sending a stamped self addressed envelope or by phoning Victoria 93 6310

ORDERING

1. Always print your name and address and do not omit postcode.
2. Postage and packing charges:
Subscriptions Free
Orders under \$8.00 50c.
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Registered Mail \$1.00 extra.
3. Over the last year we have had no problems with loss or damage in the mails and we do not think the extra cost of Registered mail is necessary, however it is to be understood that our obligation ceases once we deliver your goods to the P.M.G. We endeavour to pack all goods to the best of our ability but cannot be responsible for any damage through the mail. We do say once again that over the last year we have had no complaints.
4. Always put your second or third choice when ordering as with such a large range of items we sometimes are temporarily out of stock. If no second choice is marked then your original requests will be forwarded whenever they are once again in stock.

QUESTIONS

We are happy to answer any questions that you may have about the items mentioned in this catalogue provided the question is written so that it may be answered with a yes or no answer and is accompanied with a self addressed, stamped envelope.



Realistic Battle Games Put You in Command

Refight the great battles as you think they should have been fought.



Special Introductory Game

Napoleon at Waterloo \$2

The Battle of Waterloo is perhaps the best known battle in history. The time is 18 June 1815. The Duke of Wellington's armies are drawn up to defend the road to Brussels. Napoleon's superior French forces begin their assault. Can the British "thin red line" hold until the Prussian army arrives to fall upon Napoleon's flank? The game of *Napoleon at Waterloo* re-creates this situation on a 17" x 22" mapsheet of the battlefield. Each hex represents 400 meters; each turn an hour of time. Over fifty division sized units are involved in this classic set-piece struggle. Rules include artillery, "locking" Zones of control, and demoralization.

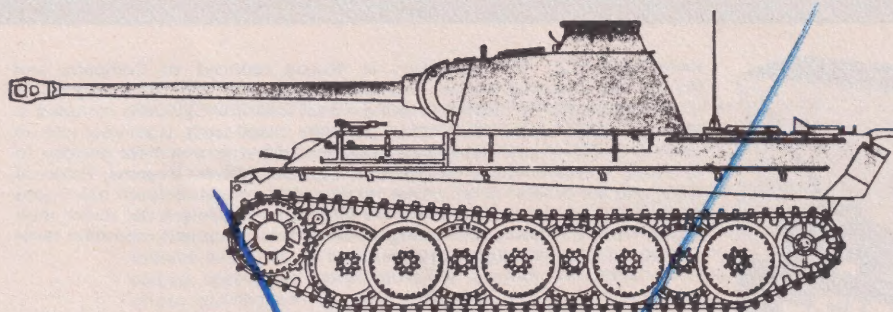
Accompanying the basic game is the *Expansion Kit* which consists of a completely different set of playing pieces (brigade sized) and a four-page rules modification booklet. Rules changes allow for special cavalry movement, new use of artillery, and the interrelationship of the various combat arms.

EXPANSION KIT
\$2

GHQ

MICRO-ARMOUR

1/285 Scale



GHQ MICROARMOUR

These superbly detailed models are cast in white metal and are the best of their type available. Send **80c.** for one sample vehicle (Post free). They are packed in boxes of five and are in three price ranges. Always use code number when ordering. Note on codes; G = German, FR = French, It = Italian, UK = English, US = American, R = Russian.

**Prices are for a box of five vehicles of the SAME type.
Single vehicles are .75cents each.**

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G12 105mm How Mod. 18
G13 150mm How Mod. 18
G15 Sdkfz 222
G16 Marder 11
G18 Sdkfz 250/1
G20 Wespe 105mm
G21 Gw.Lr.S. 150mm
G30 Marder III
G33 Sdkfz 251/10
G34 Sdkfz 250/8
It1 M13/40
UK1 Crusader I
UK4 Matilda III
UK5 Daimler AC
UK6 5.5in Gun/How
UK8 25 Pdr Gun/How
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M3 Honey tank
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FR2 Lorr Ch 38L
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G23 75 StuG-K
G24 105 StuH-F
G27 PzKfw IIIM
G28 PzKfw IIIN
G29 Flamm Pz III
It2 M11/39
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UK7 M3 Grant
US1 M4 Sherman
US2 M3 Lee
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\$2.75 per box

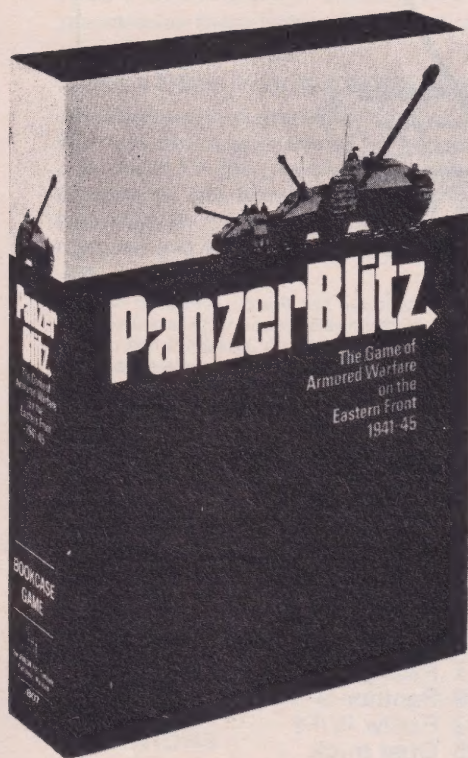
G6 PzKfw Tiger IE
G11 PzJag Elefant
G19 Panther G
G22 PzKfw IV/F2
G25 Opel truck
G26 Jagdpanther
G31 German infantry
G32 Tiger II
G35 Hummel
UK10
Churchill III
R1 T34/76
R2 T34/85
R3 KV 1
R4 KV 2
R5 JS II
R6 Su 85
R7 KV 85
R8 Su 122
US6 M4A4
UK12
VC Firefly



1/285 SCALE MICRO-ARMOUR ®

The Avalon Hill Company

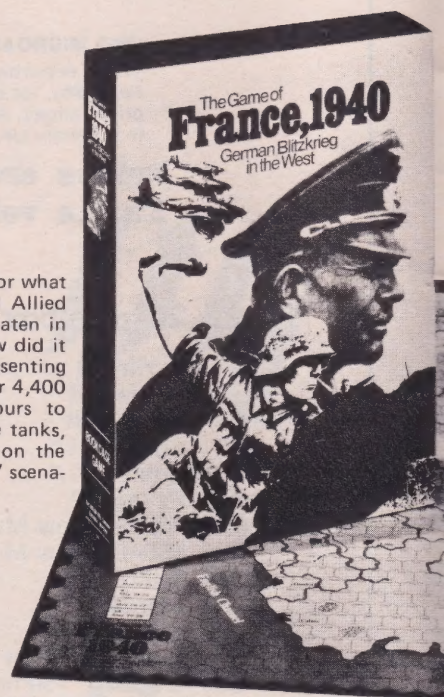
Recreations of Great Historical Events . . .



PANZERBLITZ: The campaign in Russia reduced to Company and Platoon level fighting. Players re-create the 12 most important engagements in this World War II theatre, drawing troops from the 352 units included in the set. Game comes with three separate mapboards that you join in varying combinations depending upon which battle you have decided to re-create: Kursk, Nikopol Bridgehead, Battle of Minsk, Vyazma, Relief of Kiev, and six others. In each case, extensive historical research has troops arriving exactly as did their real-life counterparts. Only YOU direct their action from this point on. **Rating: Tournament.** Required: common sense — clear thinking — wargaming experience . . .



FRANCE 40: It is May 10, 1940 — over 5 million men are poised for what many consider to be a replay of World War I. The German and Allied armies are evenly matched. Yet twenty days later the Allies are beaten in one of the quickest and most decisive campaigns ever fought. How did it happen? You find out in the game, which contains counters representing nearly 300 infantry and motorized divisions, some 7,000 tanks, over 4,400 combat aircraft plus 33,000 pieces of field artillery — all yours to maneuver in re-creating the first major campaign in history where tanks, aircraft, and parachute infantry combined as the decisive factor on the battlefield. **Rating: Tournament.** A variety "history-reversal" scenarios evens things up — you take it from there . . .



INTRODUCTION

TACTICS II IS A WARGAME. What is a wargame? It is a method of portraying real-life events in an exciting game setting. It is often a means of exercising martial skills without the violence associated with the real-life application. Perhaps the oldest known wargame is CHESS. In chess, each side attempts to win by eliminating the other side's pieces and capturing the king. The same thing is true for TACTICS II with some very important differences. Unlike chess, TACTICS II is realistic instead of abstract. Instead of moving just one piece per turn, as in chess, each side is capable of moving its whole army in one turn. Whereas in chess, opponent's pieces are simply "taken," TACTICS II incorporates a unique system of resolving attacks that reflects what really happens on a real-life battlefield. Finally, like chess, TAC-

TICS II requires the use of STRATEGY to win. The only element of chance present in the game is that which reflects the real-life uncertainties involved in battle.

THERE ARE THREE LEVELS OF PLAY: beginners are strongly urged to start with the BASIC GAME. After becoming familiar with play mechanics, progress to the ADVANCED GAME which expands the Basic Game rules for more realism. Experienced players, after playing the Advanced Game, may choose to incorporate any or all of the OPTIONAL RULES for variety of play.

IF YOU HAVE NEVER PLAYED A WAR-GAME BEFORE, don't be overwhelmed by what looks like a lot of rules. Sometimes more than a few words are required to express a simple and easily understood concept. To begin play, one only needs to learn the Basic Game rules.



TACTICS II: the game that started it all;

TECHNICAL ADVISORY STAFF: Not satisfied with just the scholar's view of historical events, Avalon Hill has sought out actual wartime leaders to provide eyewitness accounts to verify or refute the official histories. Illustrative of these sources is General Anthony C. McAuliffe, destined to become a legendary hero for his actions during the siege of Bastogne. Adamantly opposed to lending his name to any commercial concern, General McAuliffe soon reversed his stand upon inspecting Avalon Hill simulation games and consented to authenticate the design research for our **BATTLE OF THE BULGE** game. Easier to enlist, but every bit as helpful was Rear Admiral C. Wade McClusky, whose Air-group was principally responsible for the sinking of the Japanese carriers Kaga and Akagi at the battle of Midway. More than one historical source has cited "Lt. Comdr. McClusky's methodical and tenacious pursuit of the enemy" as the most important factor in the battle. Admiral McClusky's expertise is probably the main reason why **MIDWAY** continues on as the best selling naval wargame on the market. Rounding out our panel of wartime dignitaries is Colonel Donald L. Dickson. As a regimental adjutant, Colonel Dickson was

in the first invasion wave to land on Guadalcanal back on August 7th, 1942. Now retired, the former editor and publisher of **LEATHERNECK** magazine has added immensely to our Technical Advisory Staff through his talents as an artist, game designer, author and military tactician.



Donald L. Dickson
Colonel U.S.M.C. (Ret.)



Anthony C. McAuliffe,
General U.S.A. (Ret.)



C. Wade McClusky
Rear Admiral U.S.N. (Ret.)

RICHTHOFEN'S WAR: A man credited with 80 combat victories has to be more than just a mortal. A legend perhaps! Certainly no myth. The Red Baron was, in fact, the last of a gallant and chivalrous breed, and this same mystique and charisma surrounding the handsome Prussian pilot has been built into the design of the game. Here each player is in complete control of one airplane; over 60 different WWI combat aircraft to choose from — Fokker's, Sopwith's, Nieuport's, Spad's, among the more famous; each individually unique in its own combination of firepower, rate-of-climb, ceiling, speed, and maneuverability. Dogfighting, trench-strafing, bombing, photo-reconnaissance, balloon-busting; it's all here in a game that, as a living biography of Richthofen, tells it like it was better than any book could ever do.



BATTLE OF THE BULGE: Design research authenticated by General McAuliffe, known for his legendary reply of "nuts" during his heroic stand at Bastogne. No textbook presents this controversial episode in as true a light as playing the game. Each turn is 12 hours of historical time; game begins December 16, 1944. Allied player has 75 playing pieces of regiment and brigade units; German player must cut his way across the 28" x 22" mapboard to the Meuse river with 64 Regiments by December 30, 1944. Truly a challenge for both U.S. and German players; both must play aggressively to win. **Rating: Advanced Intermediate — Tournament.** Two games in one, including tournament play for real battle game nuts...

D-DAY: "D-Day is a most faithful reproduction of the WWII invasion," stated officers at Camberly British Military Academy. The 28" x 22" mapboard of Europe details the seven invasion site possibilities open to Eisenhower. YOU — as Allied Commander — may elect to land at Normandy or any of the other six you think were better suited. Play is on divisional scale; Allied player can land only those divisions actually available during that particular week (each turn is a week) in real life. To win, Allied player must get at least 10 divisions across France into Germany by the 50th week. The greater challenge is the German player's; if he guesses the wrong invasion site, his defensive withdrawal strategy is put to the ultimate test. **Rating: Early Intermediate.** Game is so realistic you feel you're actually on the beaches, only you can't get hurt...

ORIGINS OF WORLD WAR II: A re-creation of the diplomatic conflicts between 1935 and 1939. Basically a 2 to 5 player game, each player takes the part of the diplomat of his nation making alliances and peace agreements with other nations. In real life, it was Hitler who won the diplomatic war — and 40 million people died because of it. The player whose strategy of power-politics best contains Germany wins. In his turn, each player plays his "Understanding" and/or "Control" counters in the nations he thinks will serve his best interests. Where conflicts arise, a diplomatic "attack" occurs which must be resolved either by secret agreements with other players or through diplomatic muscle.

GETTYSBURG: Our first "classic battle" game and still the most popular starter game for historical buffs. A great challenge for Robert E. Lee. The game starts June 30, 1863; each turn is one hour of time in history. YOU bring your divisions, regiments, and brigades into battle in the exact hour on the exact road they appeared historically. In your turn, you may move all units desired into action wherever desired on the 28" x 22" mapboard of the battleground. If you have moved adjacent to an enemy unit, a battle occurs which is resolved on a Combat Results Table computed to give favorable results in proportion to combat strength. Luck is minimized; skill is rewarded. **Rating: Introductory.** Re-live Pickett's Charge, Longstreet's Disaster, and all the other skirmishes that bid farewell to the confederate dollar...

MIDWAY: Admiral McClusky — hero of the battle — has re-created for Avalon Hill the true situation of 0500 June 3, 1942 when Americans were far out-numbered by Japanese forces. How then did the Americans win? You find out only by playing the game. The game has counters for each individual Aircraft Carrier and Battleship, plus Dive Bombers, Torpedo Bombers, and Fighters. During the search portion of play, each player methodically plots the enemy's location, which is unknown at game's start. Once located, planes are sent to sink each other's Carriers. Unique combat table resolves plane vs plane, and plane vs ship attacks realistically. **Rating: Advanced Intermediate.** Game includes manuscript of Admiral McClusky's exclusive eye-witness account...

WATERLOO: The engagement that spelled doom to an empire. Here, YOU are Wellington or Napoleon squaring away on the most famous battlefield in all history to decide the destiny of France. We set the stage for you — 7:00 A.M., June 16, 1815 — 100,000 men ready to strike towards Brussels. YOU can employ all the tactical and strategic cunning that was the hallmark of these two great generals, commanding the finest trained armies ever assembled. All the real-life infantry, artillery, and cavalry units are at your disposal. **Rating: Early Intermediate.** Find out how great Napoleon really was. At least find out what he was hiding in his blouse...

LUFTWAFFE: Game re-creates the Allied bombing of Germany toward latter days of World War II. The Mustangs, B-17's, Messerschmidts, Focke-Wulfs again take to the air in this re-creation of the greatest aerial drama ever. Allied player secretly plots his strategy on the "Target Sheet." German player must guess by logical means what his Opponent's strategy will be and stage his fighter planes accordingly. If German player holds off long enough, he gets the use of the jet wonder weapons that might have turned the tide of the war. Combat Table provides losses in relation to each plane's real-life combat performances. **Rating: Early Intermediate.** Object of the game is to bomb industrial complexes and paralyze German production...

BLITZKRIEG: Our best seller. The complete wargame. Contains nearly 400 land and air units. Players represent 5-star generals and plan grand strategy with infantry, armor, paratroop, artillery, Marine, Ranger, TAC and SAC Air units. Giant 44" x 22" mapboard simulates all imaginable terrain: desert, forest, sea, mountain, urban and rural areas. Winner is the player who either eliminates opponents' army, or occupies a specified number of opponent's cities by the 15th turn. **Rating: Tournament.** Blitzkrieg fictionalizes Germany's breakout of World War II designed with help from the Office of the Chief of Military History (OCMH), Washington, D. C. and the United States War College. Players command the armies of Great Blue (Allies) and Big Red (Germany)...

NEW

AVALON HILL



1776: Six games in one package; each game covering the most glamorous aspects of the war for independence, from the "invasion" of Canada to make it our 14th colony to the victory at Yorktown. You get a huge 4-section, 16" x 44" terrain mapboard — largest of all Avalon Hill mapboards — showing entire colonial America as it looked back then. Fantastic new *sustained combat* system makes this game the most innovative yet. Consumer playtesters say it is the *best of the American Revolution simulation games for both playability and historical accuracy.*

THIRD REICH: For between 2 to 6 players, using a combination area-hex game system in this simulation of World War II. Diplomacy rules exist for multi-player games. Quarterly Game Turns; three scenarios of 12 turns each and a Campaign Game of 30 turns.

PANZER LEADER: Sister game to PANZERBLITZ. Tactical armoured combat on the western front during World War II. Every important type of German, British and American weapon is at your disposal. Over 380 different units altogether.

ALEXANDER THE GREAT: conqueror...legend...victor over the might of Persia. More than 80 unit counters represent infantry, mercenaries, phalanx, elephants, cavalry, chariots, missile units, horse archers and of course Alexander and his great adversary, Darius, King of Persia.

CHANCELLORSVILLE '74: the battle that nearly ended the Civil War two years earlier. May 1, 1863 and Union General Hooker with 130,000 men has trapped General Lee's 60,000 man Confederate army, yet Lee escaped. Brilliance? or was Hooker a boob?

JUTLAND: The greatest sea action of the century. A tactical victory for the German High Seas Fleet, but a strategic victory for Great Britain. If Germany had won she could well have won the war! Could England have done better?

ANZIO '74: the battle for Italy, determining the timetable of events for the coming D-Day invasion and a bold attempt to break the impenetrable Cassino Line defenses. Anzio failed, but yet so close. Attempt to change history in World War II's most frustrating and controversial campaign.

OUTDOOR SURVIVAL: more than just a game, it is an educational experience unto itself. Game includes a 24-page handbook of survival techniques, increasing players' knowledge of woods lore for when it may be needed in real life. In the game, players are pitted against the wilderness and each other to see who is most "expert" at getting across a 24" x 22" mapboard representing 13,200 sq. mi. of typical wilderness terrain. Game contains 5 different scenarios graduating in survival expertise...great for 2 to 4 players; especially enjoyable as a solitaire game.

THE STOCK MARKET GAME: "Outstanding product for the times," eulogized Chicago Today Magazine. That's because it is the only commercial stock market game available that plays like the real stock market. Contains no dice, no spinners, no chance cards, no luck elements whatever. Best family game of its type; there's no limit to the number of players — the more the merrier. A 24-page Investors Guide is included; explaining in layman's terms what the stock market is all about.

THE RUSSIAN CAMPAIGN



"OPERATION BARBAROSSA", the German invasion of Russia in 1941, the largest and most devastating campaign ever fought, and continues up until mid 1945. On a 23" x 20" mapboard stretching from Berlin to Gorki you can relive and change the course of history as the German Panzer Corps tackle a never ending torrent of Soviet armies. Features of the game include a complete order of battle including Axis Allies, SS Corps, and Russian Guards and Tank Armies; Partisans; Airpower; Weather; Railways; Sea movement; Oil wells; Headquarters and much, much more. Printed in four colours and designed for two players or solitaire.

JEDKO ADULT GAMES

THE AFRICAN CAMPAIGN

The AFRICAN CAMPAIGN is by far the most realistic game on the Desert War yet published. The game begins with Wavell's first offensive against the Italian forces of Marshal Graziani, and ends in December 1942 when the Americans landed at Rommel's rear. On a 38" x 11" mapboard of North Africa you can refight and redirect the Desert War, and get a much fuller understanding of the problems involved than any book could impart. This quick-moving game is both easy to play and historically accurate. Some of its features include: fuel supplies, airpower, minefields, step reduction to indicate losses, fortresses, ports, and much more. The units are division level and arrive and are withdrawn according to an historically based order of appearance chart. They're all there: Australians, New Zealanders, English, South Africans, Indians, Greeks, Italians and Germans. The AFRICAN CAMPAIGN is professionally printed in 4 colours and the board, counters, and box are of a high quality. Designed for two players or solitaire, the complexity level is rated as intermediate, or tournament when the optional rules are used.

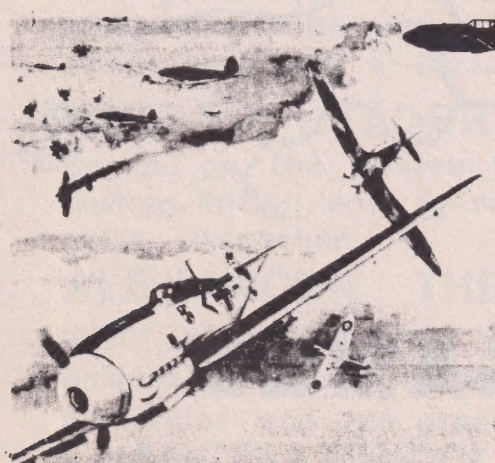


✠ Conflict magazine is a professional periodical published bi-monthly. Illustrated articles in each issue of ✠ Conflict cover campaign and battle studies, weapon analysis, orders of battle, and unit histories and organization. All articles are supported with photographs, original artwork, detailed maps and charts, scale drawings, and extensive bibliographies.



✠ Conflict

WHAT IF . . . you were the American commander of NORAD, suddenly faced with a Soviet attack? How would you direct your Canadian and U.S. fighter and missile defenses to stop the invading force? Or . . . what if you were the Russian commander? What targets would you choose? How would you get through the defenses? You now have the opportunity to explore these possibilities and more in the game NORAD. It's just one of six games published with each volume of ✠ Conflict magazine, a professional bi-monthly periodical with games, reviews, and variants.



✠ Battle of Britain

Relive the high adventure of this epic air battle as YOU command the LUFTWAFFE or R.A.F. during their "FINEST HOUR"! Game features include: a BEGINNERS GAME for 8 year olds, a BASIC GAME designed for the adult mind and an ADVANCED GAME for the true air buff; full-color mapboard, more than 130 die cut aircraft counters, 11 different aircraft types, aircraft production, factory damage, navigation errors, flak, weather, strafing, refueling, maintenance, veteran pilots and bombing accuracy.

Designed by Lou Zocchi, creator of the AVALON HILL "LUFTWAFFE" game, BATTLE OF BRITAIN was historically authenticated by S&T's James F. Dunnigan and tested by the S&T staff. Their report on page 10 of issue number 13 says, "Realism: good---Quite successfully mimics the actual historical situation.---Unique in subject matter, this game is HIGHLY RECOMMENDED for wargamers."

Diplomacy



The game design employs players representing the major powers circa 1901 (England, Germany, Russia, Turkey, Austria-Hungary, Italy, and France) each of whom attempts to alter the balance of world power in his own favor. Orders are written by the players for the construction of fleets and the raising of armies with which they try to enforce the alliances they exact from each other. At any time secret negotiations may be used to secure new allies or turn on former friends. The game truly focuses on diplomacy. Conflict is resolved simply (albeit unrealistically as Turkey can overpower Russia). The winner is generally the player with the greatest capacity for deceit and cunning.

Diplomacy includes a full-color, mounted European mapboard, conference maps, rules, and seven sets of wooden colored units. While the best games require seven players, as few as two may play, and the organized fans of the game are readily available as play-by-mail opponents. *Diplomacy* serves as an excellent introduction to international politics. The fact that it has long remained a "hard to find" item led us to offer it to our customers.

Men-at-Arms series

Edited by Philip Warner

Colour plates by Michael Roffe and Michael Youens

This series has not only made an impact on the militaria market – it has changed its nature. No longer is it considered sufficient to illustrate a soldier with a blob of red for the jacket, a streak of blue for the breeches, and a burst of inspiration for the rest.

Each title gives a 16,000-word history of a famous fighting unit, eight superb colour plates usually showing 24 figures, and about 40 drawings and photographs. It amounts to a picture of the fighting soldier which leaves nothing to the imagination except how our rivals survive.



**AMERICAN PROVINCIAL CORPS
1775-1784**
Philip Katcher

**AUSTRO-HUNGARIAN ARMY OF
THE NAPOLEONIC WARS**
Albert Seaton

**AUSTRO-HUNGARIAN ARMY OF
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Otto von Pivka

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by Martin Windrow

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by Martin Windrow

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by W. McElwee

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By Charles Grant

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THE BUFFS
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by Peter Young

COLDSTREAM GUARDS
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by Alan Sheppard

THE COSSACKS
by Albert Seaton

**FOOT GRENADIERS OF THE
IMPERIAL GUARD**
by Charles Grant

FRENCH FOREIGN LEGION
by Martin Windrow

GEORGE WASHINGTON'S ARMY
by Peter Young

THE IRON BRIGADE
by John Selby



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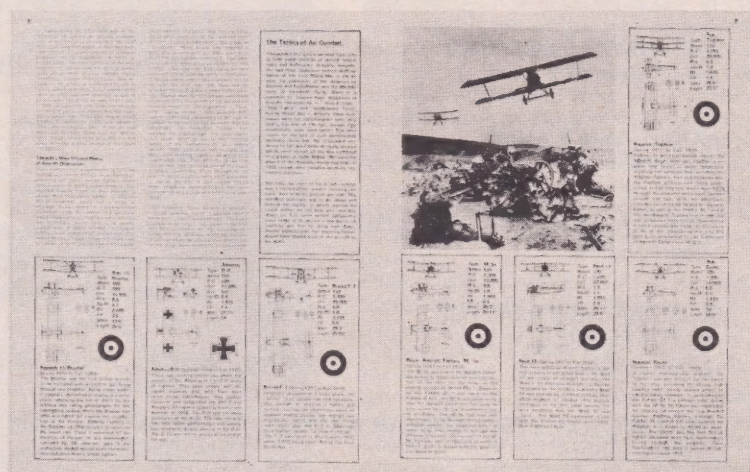
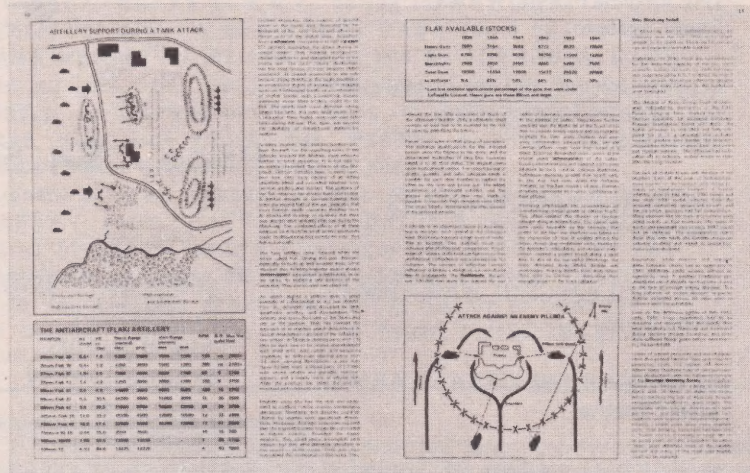
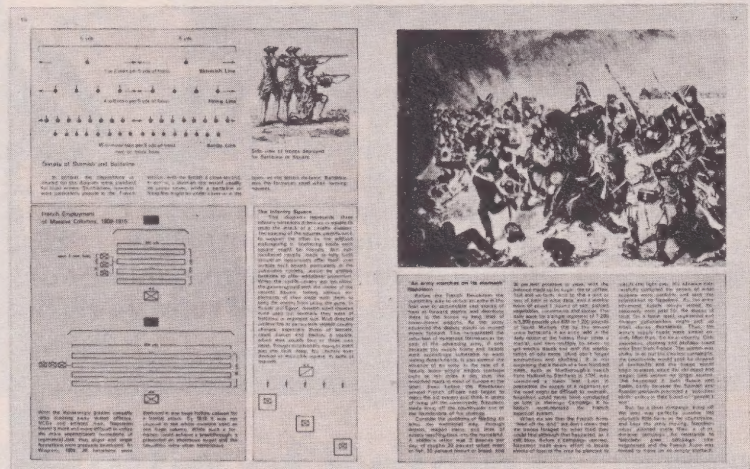
Strategy & Tactics



Strategy & Tactics magazine is a tool, a means of exploring the past through historical analysis and conflict simulation. *Strategy & Tactics* involves its readers not only in what happened in history, but in what might have happened. Conflict Simulation is the key to exploring historical might-have-beens, which often have more to offer than narratives of what actually occurred. In its historical articles, *S&T* pursues an analytic approach "without fear or favor." *S&T* applies the insights of operations research and systems analysis to historical and contemporary conflicts. Each bi-monthly issue of *Strategy and Tactics* contains:

- A ready-to-play conflict simulation game with a 22x34" two-color playing surface, die-cut playing pieces, and clearly written, comprehensive rules.
- An extensive, illustrated article dealing with the historical background of the game.
- Other feature articles and regular columns dealing with "behind the scenes" news of *S&T*, other games, book reviews and discussions of readers' opinions and questions.

Each issue of *S&T* is 48 pages long with high quality two-color graphics throughout. All game material is stuffed separately into the magazine. All new subscribers to *S&T* receive a free copy of *Napoleon at Waterloo*, a special game to introduce new readers to conflict simulation.



Current issue

\$4

La Grande Armée

The Campaigns of Napoleon in Central Europe

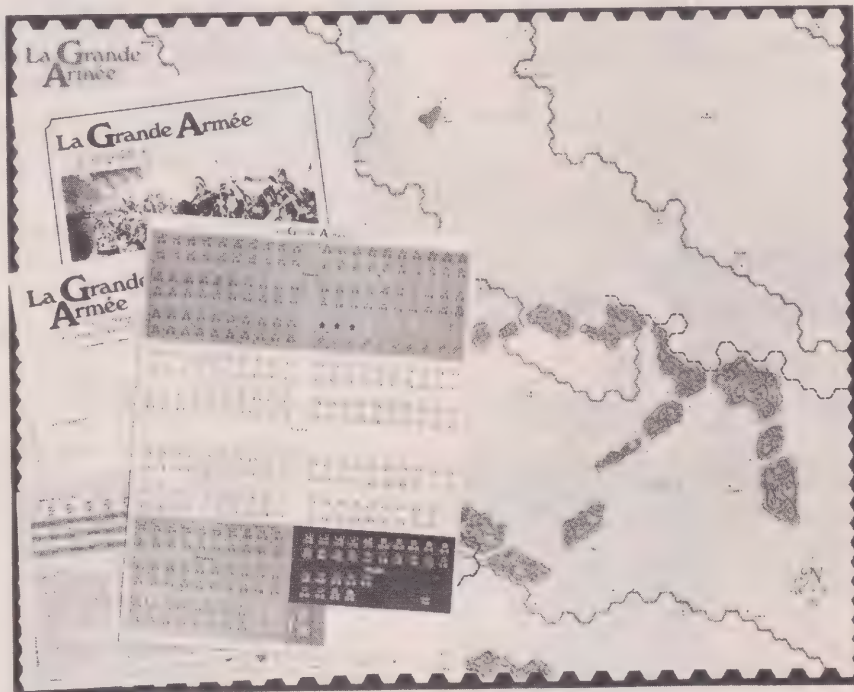
- Three entirely different campaigns
- Five different army organizations
- Leadership and control rules

Central Europe: 1805. Napoleon's first campaign in Europe is a finely balanced political situation. The superior French army arrives before Russian assistance to the outnumbered Austrians.

1806. Now the ponderous army of Prussia faces the hard-hitting French. Equal contestants strive to trap each other in a decisive strategic error.

1809. Austria alone combats Napoleon. A difficult campaign ensues between *La Grande Armée* and the greater and reorganized Austrian forces.

The intriguing, fast-playing game system of *La Grande Armée* (pioneered in Leipzig) simulates all these campaigns on a grand tactical level. A 22"x28" two-color mapsheet shows all the important terrain. Four hundred die-cut counters include the national armies: French, Prussian, Russian and two Austrian. Remarkably simple in essentials (Movement, Combat, Supply), *La Grande Armée* presents complex problems involving military organization, forced marches, strategic approach and concentration for decisive battles, cavalry screens, depots, supply trains, fortresses and the varying tactical abilities of the leaders.



1812

The Campaign of Napoleon in Russia

- *Grand Tactical and Strategic version*
- *Two completely different games*

On June 23rd, 1812 Napoleon led almost half a million men of the French Empire into Russia. These men marched and marched over seemingly endless Russian territory in pursuit of the Tsar's troops. More than two months later, as the sadly depleted French main body neared Moscow, the now nearly equal Russians turned to fight at Borodino. This inconclusive slaughter was the closest Napoleon came to victory. When he occupied Moscow, the city burned. When he retreated in the face of the oncoming winter, his harried men starved and froze. The French had gambled their empire and revolution against the largest and most reactionary nation in Europe and they lost.

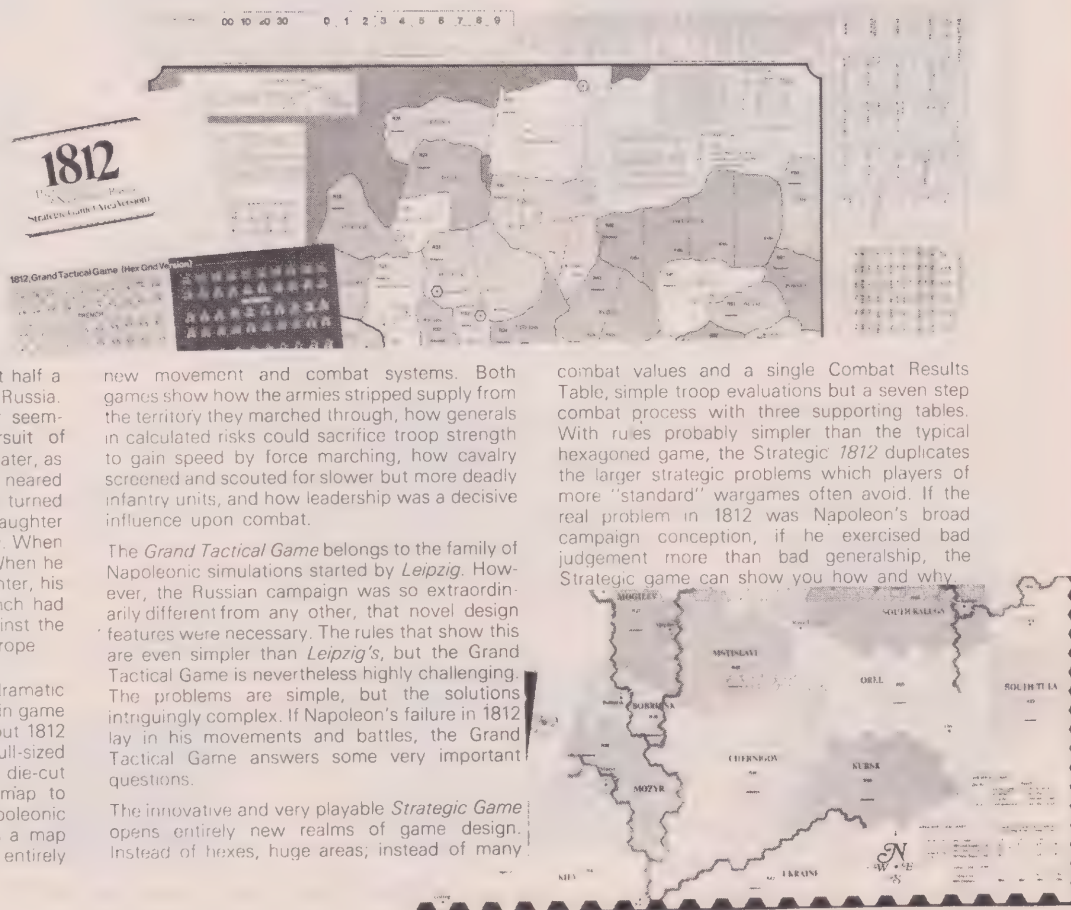
In undertaking to simulate such a dramatic historical event, SPI took a dramatic step in game design. Two entirely different games about 1812 were produced. Each has its own full-sized mapsheet, rules folder, charts, tables and die-cut counters. One game uses a hex-grid map to portray the grand tactical problems of Napoleonic movement and combat. The other uses a map divided into provinces (or "areas"), and entirely

new movement and combat systems. Both games show how the armies stripped supply from the territory they marched through, how generals in calculated risks could sacrifice troop strength to gain speed by force marching, how cavalry screened and scouted for slower but more deadly infantry units, and how leadership was a decisive influence upon combat.

The *Grand Tactical Game* belongs to the family of Napoleonic simulations started by *Leipzig*. However, the Russian campaign was so extraordinarily different from any other, that novel design features were necessary. The rules that show this are even simpler than *Leipzig's*, but the *Grand Tactical Game* is nevertheless highly challenging. The problems are simple, but the solutions intriguingly complex. If Napoleon's failure in 1812 lay in his movements and battles, the *Grand Tactical Game* answers some very important questions.

The innovative and very playable *Strategic Game* opens entirely new realms of game design. Instead of hexes, huge areas; instead of many

combat values and a single Combat Results Table, simple troop evaluations but a seven step combat process with three supporting tables. With rules probably simpler than the typical hexagoned game, the *Strategic 1812* duplicates the larger strategic problems which players of more "standard" wargames often avoid. If the real problem in 1812 was Napoleon's broad campaign conception, if he exercised bad judgement more than bad generalship, the *Strategic game* can show you how and why.



Strategy & Tactics

A complete library of conflict simulation games is now available to you!

Sixty games are presented for your selection from Simulations Publications' complete line of S&T Games and Simulation Series Games. Every period in history is covered, from 3000 BC to 1975. Every game is attractively boxed using the specially designed compartmented plastic tray seen below

GAMES OF THE CONTEMPORARY ERA



RED STAR/WHITE STAR Tactical Combat in Europe in the 1970's

Ten hypothetical battles, between US and West German forces and elements of the invading Soviet Army, played on a map of actual West German terrain.

THE EAST IS RED: The Sino-Soviet War

Operational level game that explores the possible clash between the two Communist super-states. Includes nuclear strike provision.

SINAI: The Arab-Israeli Wars

Multi-Scenario, operational level re-creation of the Middle Eastern powder keg. Includes 1973 war (as well as '56, '67, and late '70's).

FOXBAT & PHANTOM Tactical Aerial Combat in the 1970's

Plane vs. plane at supersonic speeds. Fourteen types of jet fighter aircraft are available to simulate the air action taking place today over the world's trouble spots.

NATO: Operational Combat in Europe in the 1970's

The forces of the Warsaw Pact launch themselves against NATO defenders in this game of the Soviet invasion of Western Europe.

KOREA: The Mobile War, 1950-51

A three-scenario game depicting the ebb and flow of Communist forces sweeping over the Korean peninsula.

YEAR OF THE RAT

The Communist Spring Offensive in Vietnam, 1972

The last (hopefully) major Campaign of the protracted Vietnamese war. NVA/NLF forces attempt to wrest control from ARVN ground forces aided by U.S. airpower.

GRUNT: Tactical Combat in Vietnam, 1965

U.S. and ARVN platoons conduct airborne search and destroy missions against the hidden Viet Cong guerrillas.

SCRIMMAGE: Tactical Professional Football

"Football-as-combat" in a man to man re-creation of modern gridiron tactics. Each series of downs constitutes a complete game.

GAMES OF WORLD WAR ONE

WORLD WAR II: The European Theater of Operations

The entire European war on a grand strategic level; Seasonal turns. Air, land, and sea operations. Many new concepts.



NORMANDY: The Invasion of Europe, 1944

British and American amphibious forces storm the beaches of Normandy in Nazi-occupied France. Simulation provides for variable force levels, invasion beaches and paratroops.

DESERT WAR: Tactical Warfare in North Africa

Platoon level game re-creating typical desert actions involving the British, Italians, and Germans. Simultaneous movement.

PANZERARMEE AFRIKA: Rommel in the Desert

Operational level game of bold desert action. Includes critical aspects of logistics which resulted in the Axis defeat.

KAMPFPANZER: Tactical Armored Combat, 1939-40

Platoon level re-creation of the beginning of modern tank warfare. Simultaneous movement. A companion to *Desert War*.

KURSK Operation Zitadelle, 4 June 1943

Division/corps-level game simulating the last major German offensive in the Soviet Union. Includes air units and fortifications.

TURNING POINT

(formerly "The Battle of Stalingrad")

The Soviet attack that crushed the stalled German Sixth Army, and which proved to be the turning point of the war. 16 alternate scenarios.

DESTRUCTION OF ARMY GROUP CENTER

The Soviet Summer Offensive, 1944

Operational level simulation of the cataclysmic battle on the Eastern Front that destroyed an entire Nazi Army Group.

BARBAROSSA The Russo-German War, 1941-45

From Hitler's invasion to the Battle of Berlin, this multi-scenario strategic level game re-creates the entire sweep of the East Front.

EL ALAMEIN Battles in North Africa, 1942

A triple-scenario game depicting the attempt by Rommel's Afrika Korps to defeat the British Eighth Army at Alamein.

MOSCOW CAMPAIGN

Strike and Counterstrike: Russia 1941

Operational simulation of the Nazi drive on Moscow in the Fall of '41. Scenarios for 24 alternate games are provided.

COMBAT COMMAND

Tactical Combat in Europe, 1944

German and American armored platoons clash in six scenarios re-creating typical tactical situations on the Western Front.

BASTOGNE The Battle of the Ardennes, 1944

A more complex treatment of the Battle of the Bulge. Provides a more detailed simulation of the German "traffic jam" problem.

BREAKOUT & PURSUIT

The Battle for France, 1944

Allied armies chase the Germans to the Rhine in a reverse blitzkrieg. Operational game with strong logistical features.

LOST BATTLES

Tactical/Operational Combat in Russia, 1944

German battalions and Soviet regiments clash in four scenarios representative of the fierce combat of the Eastern Front.

SNIPER! House-to-House Fighting in WW II

Unique man-to-man combat simulation employing simultaneous movement rules to re-create urban warfare in Europe and the U.S.S.R.

BATTLE OF MOSCOW

The German Drive on Moscow, 1941

The Nazi offensive designed to secure the Soviet capital before the onset of winter. Heavy logistical and weather treatment.

"CA": Tactical Naval Warfare in the Pacific, 1941-45

Ship-to-ship combat set in the waters around Guadalcanal. Ten scenarios employing battleships, cruisers and destroyers.

SOLOMONS CAMPAIGN

Air, Land, and Sea Warfare in the Pacific, 1942

Operational level re-creation of this critical campaign of the U.S.-Japanese War. Game uses simultaneous movement plots.

SPITFIRE

Tactical Aerial Combat in Europe, 1939-42

Plane-to-plane action between the Luftwaffe and the Allied airforces. Aircraft given include the Me-109, Fw-190, Spitfire and Hurricane (and many others).

WINTER WAR The Russo-Finnish Conflict, 1939-1940

Tiny Finland strains to stem the invading Red Army. Game includes special political events which could have radically altered the outcome.

WAR IN THE EAST: Germany vs. Russia, 1941-45

Giant quadruple map, operational/strategic re-creation of the titanic Russo-German struggle. 2000 counters, 208 turns.

SEELÖWE: The German Invasion of Britain, 1940

A fascinating "what-if" game of Operation Sealion, the never-executed amphibious assault on Britain.

USN: The War in the Pacific, 1941-43

All the essential elements of air, land, and sea combat are represented in this all-encompassing, strategic level game on the decisive early years of the war with Japan.

THE ARDENNES OFFENSIVE

The Battle of the Bulge, December 1944

Perhaps the most dramatic battle of WWII, this simulation of the desperate German offensive is a tension-filled contest.

GAMES OF WORLD WAR ONE

1918: Germany's Last Chance in the West

The German attempt to break the deadlock in the West by the use of Stosstruppen (shock troops) trained in infiltration tactics.

THE MARNE: "Home before the leaves fall"

The most crucial battle of WW I, August 1914. The first and last chance for a decisive victory that could have prevented the shattering consequences of trench warfare.

SOLDIERS: Tactical Combat, 1914-15

Simulates the small-unit tactics of the early stage of WW I, before the trench lines were constructed and artillery duels began.

FLIGHT OF THE GOEBEN

WW I Naval Operations in the Mediterranean

The dramatic hunt for the marauding German battlecruiser, *Goeben*, caught in the Med at the outbreak of WW I.

FLYING CIRCUS

Tactical Aerial Combat, 1915-18

Plane-to-plane combat in the age of the "knights of the air."

GAMES OF THE NINETEENTH CENTURY

FRANCO-PRUSSIAN WAR

1 August to 2 September 1870

Re-creates the decisive early stage of this little-known conflict. Game incorporates hidden units and intelligence rules.

WILDERNESS CAMPAIGN

Lee vs. Grant, 1864

The first clash between the most famous generals of the American Civil War. Uses hidden movement rules and leadership effectiveness.

BULL RUN: Manassas 1861 and '62

An operational level American Civil War game utilizing simultaneous movement and hidden units. Five scenarios.

RIFLE & SABER

Tactical Combat, 1860-1900

A multi-scenario game simulating various famous battles of the last half of the 19th Century, from the Civil War to the Boer War.

LEE MOVES NORTH

(formerly "Lee at Gettysburg")

Actually two distinct games in one, this simulation of the battles of Antietam and Gettysburg uses hidden movement, reconnaissance, and leadership rules.

THE AMERICAN CIVIL WAR, 1861-65

Grand strategic simulation of the bloodiest war our country ever experienced. Includes land, sea, and rail units.

BORODINO:

Napoleon in Russia, 1812

Operational level simulation of the only major battle between the Russian and French armies before Moscow.

AUSTERLITZ Battle of Three Emperors, 2 Dec 1805

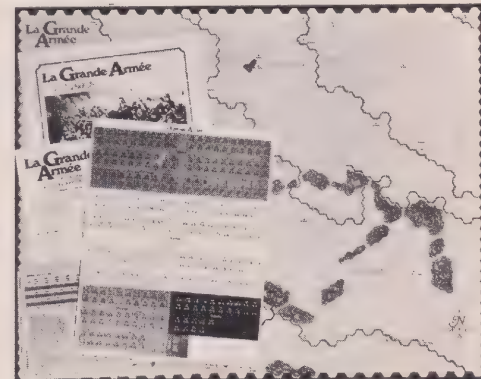
One of Napoleon's greatest victories simulated on the operational level using an elegantly simple game-system. A tensely balanced game.

LEIPZIG: Napoleon vs. Europe, 1813

Strategic level game of the pursuit of Napoleon's army into Prussia. Eight scenarios and a combined Campaign game.

1812: The Campaign of Napoleon in Russia

A unique double game, containing two complete sets of components using completely separate game-systems to simulate the same historic campaign of Napoleon.



LA GRANDE ARMEE

The Campaigns of Napoleon in Central Europe, 1805, 1806, 1809

Actually three distinct games in one, sharing the same battlefield map and counters but, nevertheless, accurately portraying the critical elements of Napoleonic strategy as they came to bear in the French army's campaigns against the Austrians, Prussians, and Russians. A well-balanced game incorporating many political "what-if's."

GAMES OF THE 17th and 18th CENTURIES

FRIGATE

Tactical Naval Warfare, 17th to early 19th Centuries

Ship-to-ship combat in the age of cannon and sail. Multiple scenarios include actions involving British, Spanish, French and Dutch fleets.

GRENADIER: Tactical Warfare, 1680-1680

A company/battery/squadron scale game depicting sixteen famous battles in the period dominated by musket and cannon.

AMERICAN REVOLUTION, 1775-1783

A grand-strategic game covering eight years of our struggle for independence from British rule. A novel game-system provides for raising of Continentals, Militia and for French intervention.

MUSKET & PIKE: Tactical Combat, 1550-1680

A multi-scenario game covering the period in which the introduction and development of firearms transformed warfare from a hand-to-hand slugging match to a grislier contest of speed, precise tactics and massed power.

GAMES OF THE RENAISSANCE & ANCIENT TIMES

RENAISSANCE OF INFANTRY

Tactical Warfare, 1250-1550

Re-fight the battles of Bannockburn, Crecy, Biococca, Agincourt, and many others, in this multi-scenario, small-unit simulation.

DARK AGES: Tactical Warfare, 700-1300

Covers all the major military systems that fought in the period, including Vikings, Crusaders, Moslem cavalry and Byzantine legions. Fourteen scenarios re-create significant battles from Tours to Liegnitz.

FALL OF ROME: Barbarian Invasions, 100-500 AD

An intriguing solitaire game on the military and social disintegration of the Roman Empire. Grand strategic scale; yearly turns.

PHALANX: Tactical Warfare, 500-100 BC

A multi-scenario game that enables players to re-fight fifteen major battles of the ancient world. Special rules embody the "feel" of ancient tactics, and the effects of charismatic leaders on the battle.

CENTURION: Tactical Warfare, 100 BC-500 AD

Seventeen famous battles of the Roman legions, tracing their development and ultimate degeneration as a military system.

ARMAGEDDON: Tactical Combat, 3000-500 BC

Tactical combat in the "biblical" era. Fourteen scenarios re-create representative battles from the dawn of civilization when men first organized the art of killing each other.

STRATEGY I: Strategic Warfare, 350 BC to 1984

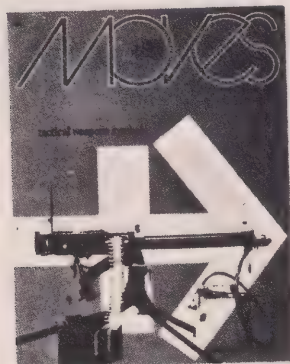
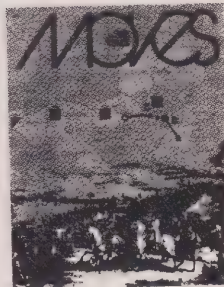
Perhaps the largest commercial simulation ever produced, it covers all the aspects of warfare in seventeen scenarios from Alexander the Great to the potential nuclear holocaust.

SUBSCRIBE TO MOVES MAGAZINE, THE SIMULATION GAMER'S FORUM OF DESIGN THEORY PLAY TECHNIQUE, AND CRITICISM.

MOVES is a gamer-oriented publication appearing on the alternate months as a companion to *S&T*. A wide variety of articles generated by the readership and the SPI staff deal with the "nuts and bolts" of game-playing and designing. It's a must-have item for every serious player. Each issue is 32 pages long (virtually no ads); published bimonthly.

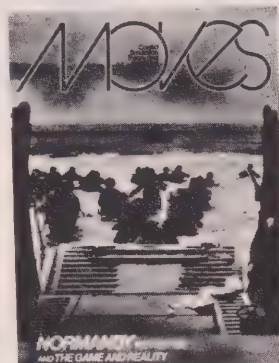
MOVES BACK ISSUES:

Nrs. 1 through 14 are available for \$2 each (later issues become available as published). Indicate nrs. desired:



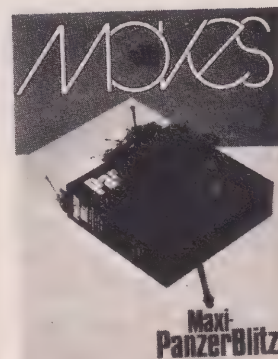
MOVES nr.3

Game Profile: Leipzig • Tac Series Battles: Bicocca • Advanced Withdrawal • Compendium of Wargame Publications • Summer of '43 • Cardboard Weapons • Game Errata: Strategy I • Grouchy at Waterloo • The Bias Nobody Knows • Playback • Designer's Notes • Feedback.



MOVES nr.6

Normandy Revisited • Normandy: Game and Reality • The Great Arrow War • Chinese: Classical Warfare • Wargames from and about China • Maida • Blitzkrieg: A Definition • Napoleon at IBM • Designer's Notes • Playback • Pass in Review • Feedback.



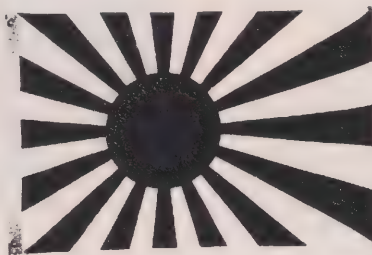
MOVES nr.9

Maxi-PanzerBlitz • Games: Evolution and Revolution • Game Errata • Simulation of Moral • Shiloh • A Tactical Module for Strategic Games • Strategic Air War Against Japan • Designer's Notes • Footnotes • Pass in Review • Feedback.



F1

FLAGS



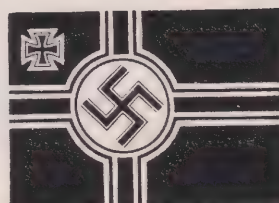
F2



F4



F7



F5

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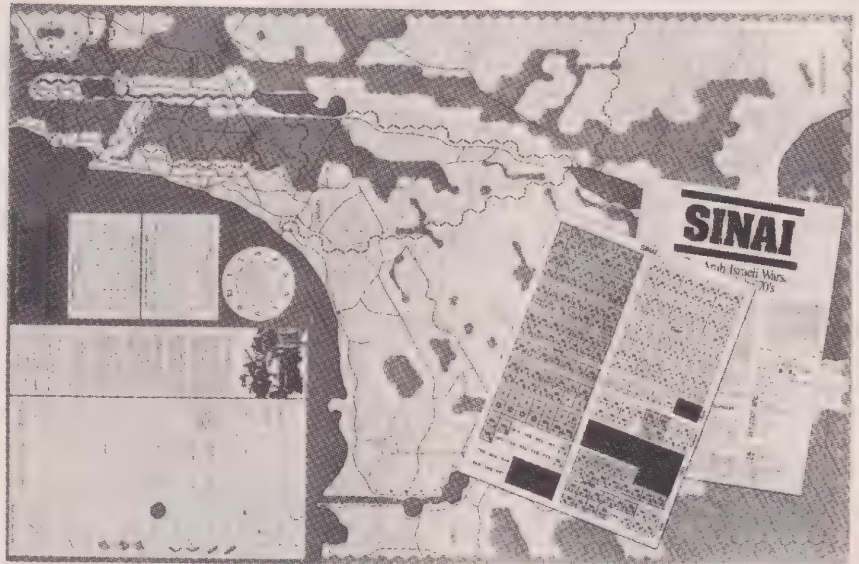
Sinai

- '56, '67, '73 games plus hypothetical late '70's game
- Arab command control and morale rules
- US/Soviet intervention scenario

The Arab-Israeli Wars: '56, '67 and '73

Sinai is a simulation of the past, present and possible future conflicts in the Middle East between Israel and the Arab nations. The '56 and '67 Wars historically end in quick total defeat of the Arab armies. The recent '73 War is seemingly a quick attack followed by counterattacks. In addition to the historical scenarios there are many "What If?" possibilities aimed at giving more balance to each historical simulation. Each situation has its own separate order of battle, special rules and victory conditions.

Sinai is on an operational level which enables a realistic recreation of the mobile war in the Sinai Peninsula as well as the hard-hitting action in the Golan Heights and the West Bank. The two-color 22" x 34" mapsheet depicts the area of conflict around Israel including part of Lebanon, Syria, Jordan, Saudi Arabia and Egypt. The different types of terrain found in the area are shown through clear, rough and sandy areas and Movement Point costs vary through each type. New and improved roads are clearly shown on the map which reflects the physical changes in the area over the years. All hexes are numbered and each one represents a distance of 12 kilometers.

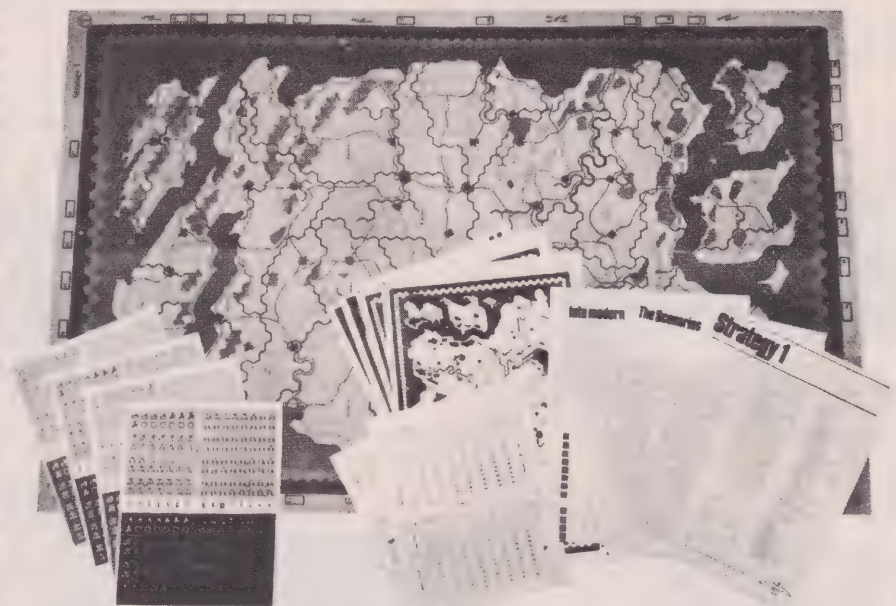


Strategy I

- Most complete set of rules in print
- More than 1,000 unit counters plus...
- A huge 44"x22" geomorphic map and much more

Strategic Warfare: 350 B.C. to 1984

Strategy I is more than a game. It is a game designer's workshop. The 44x28" mapsheet is "geomorphic"; it can be fitted together 48 different ways. There are 1020 die-cut unit counters in eight colors. Seventeen scenarios cover all aspects of western warfare from Alexander the Great to World War Two, Neo-Colonial War and potential Nuclear Holocaust. Players can recreate changes in the dynamics of warfare through history. The rules are the largest and most complete yet written but their "modular" form allows players to select and combine them as they choose. Rule modules include Taxation, Production, Leaders, Partisans, Guerillas, Drafts and Draft Riots, Diplomacy, Alliances, Air, Naval, and Submarine Forces, and even Plague and Disease (for medieval scenarios). The scope and variety of *Strategy I* literally must be seen to be believed. Many concepts first developed for *Strategy I* form the basis of later game systems. The game can be played by two to eight players. In multi-player games, diplomacy and alliances play a critical role. Decisions on allocation of resources for production are also critical, particularly in the Late Modern (World War 1 — Future) scenarios.



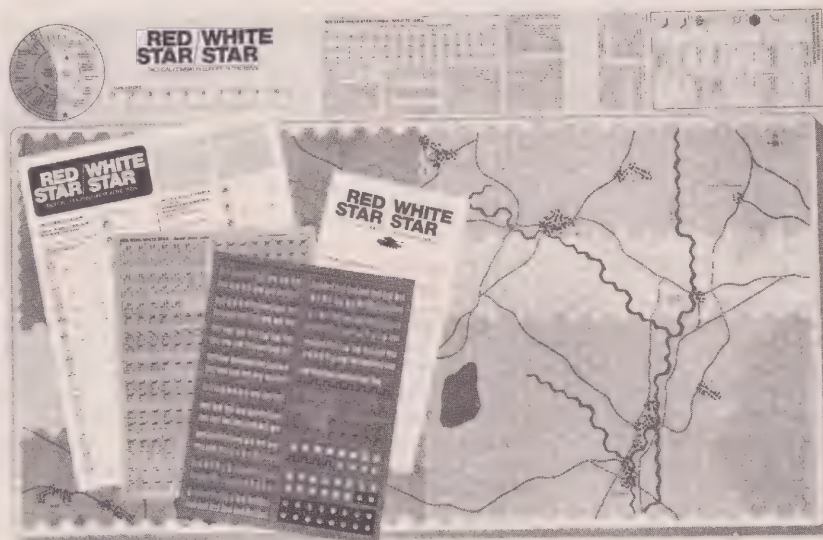
Red Star-White Star

Tactical Combat in Europe in the 1970's

- Helicopters and airstrikes
- Wire-guided missiles and nuclear weapons
- Over 500 silhouette and tactical symbol counters

Currently the "Cold War" is frozen solid. Despite the division of Germany symbolized by the Berlin Wall, Soviet-American relations continue to warm, and the threat of a confrontation over the "German Problem" has become a hypothetical consideration. *Red Star/White Star* is a tactical simulation of the military potential of the Soviet and American armies in the 1970's. The game supposes a hot war between the super-powers in Southern Germany.

Ten different scenarios depict delaying, screening and rear-guard actions, tank battles, airmobile raids, and Soviet Assaults. On a tactical scale the game employs American and West German infantry, tank, reconnaissance, and airmobile battalions confronting regiment-sized Soviet formations (game counters are platoons, companies, and battalions). The latest innovations in weaponry, including wire-guided anti-tank missiles, rocket launchers, and helicopter gunships, are featured in the most sophisticated addition to the *Panzer-Blitz* — *Combat Command* game-design series.



Korea

- Division level game of the Korean "police action"
- Naval gunfire and amphibious invasions offset...
- ...Special infiltration tactics of Chinese armies.

The Mobile War: 1950-51

The Korean War is best known as a bloody, indecisive stalemate reminiscent of the First World War. But for almost a year, at the height of the Cold War, a dynamic, see-saw struggle was waged in that small Asian peninsula between United Nations and Communist forces. *Korea* covers this early mobile stage of the war. The Invasion Game (25 June to 21 September, 1950) begins with the North Korean Peoples' Army driving its South Korean counterpart reeling toward the vital port of Pusan. The Intervention Game (26 November to 27 January 1951) shows the startling impact of the Chinese counter-offensive that drove United Nations forces from North Korea. The Stalemate Game (28 January to 23 June, 1951) shows the development of the situation that lasted until the end of the war, as UN forces slowly grind the Communists back toward the 38th parallel. The Campaign Game includes all three. Die-cut counters represent all the forces that took part in the original campaign. There are counters providing for naval gunfire, sea transport, amphibious landings, fortifications and supply. A special rule accounts for the amazing infiltration tactics of the Chinese armies.



Book I The first six issues of Strategy & Tactics

S&T began publishing in 1967. Like most history oriented magazines, back issues of *S&T* never really become dated. *Book I* is a bound volume of 76 pages that includes the first edition of *S&T* and the next five issues showing its conception and development as the "Journal of American Wargaming." Publishing games in a magazine was initiated in *S&T* #1 which begins *Remagen Bridgehead*, a miniatures game of the American breakthrough over the Rhine. Other regular features of early *S&T*'s include commentary and analyses of Avalon Hill games (especially *Stalingrad* and *Blitzkrieg*, then the most advanced games available), articles on games by designers

such as James Dunnigan and Phil Orbanes, historical background articles on the Red Army, Armored warfare, and military tactics. The first six issues of *S&T* include rules for two complete miniature games and numerous variants on Avalon Hill games. The issues are photo-reproduced and offset printed in the original form and bound together in sequence. All articles are indexed for easy reference by author and title. A special introductory essay by Christopher Wagner, *S&T*'s original editor and founder gives a "behind the scenes" account of the genesis of *S&T*.

\$5.00.

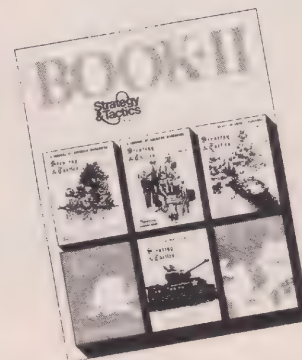


Book II S&T nr's 7-12

Book II shows Chris Wagner's *S&T* establishing its preeminence in the field of gaming magazines. Like the current *S&T*, nr's 7-12 include a great deal of historical material. But the thrust of the magazine is service to the wargaming hobby. Among the historical articles are John Michalski's accounts of the Brittany Campaign in 1944, and Al Nofi's analysis of the Battle of Ulsan, one of Russia's naval defeats in the Russo-Japanese war. Scott Berschig's work on the *Stalingrad II* project provides the information for a set of counters and a map for a greatly expanded version of AH's

Stalingrad. The bulk of Book II's 47 articles are devoted to gaming. From John Michalski's humorous game of the Sinai Campaign to Henry Bodendstedt's more serious set of complete rules for a miniatures game titled "Siege of Bodenbug." Omar DeWitt, Avalon Hill's rules expert, writes "Tips for Players" and "Tips for Game Makers." Jim Dunnigan discusses the German Fleet in his Jutland game, and Rod Walker continues his Diplomacy series. Book II is 96 pages long, bound in one volume with a glossy cover and complete Table of Contents by author and title.

\$6.00.



Book III S&T nr's 13-15

Book III includes the issues of *S&T* in its early prime. Bound in one 96 page volume are issues 13-15, including 29 articles covering the whole field of wargames and game theory. The authors include designers and hobbyists whose work has become widely familiar since the strained and hungry growing pains of *S&T*. Lou Zocchi discusses the historical background and design of *Battle of Britain* in a series of articles. Jim Dunnigan analyzes the process of designing Avalon Hill's *1914* and outlines a set of rules for the *1914* board for a hypothetical European war beginning in

1900. Other articles provide a complete set of rules for naval wargaming, for the introduction of airmobile operations into *Blitzkrieg*, and for miniature wargaming in the Napoleonic period. Leonard Lakofka reviews one of the first large scale wargame conventions, the International Federation of Wargamers' August 1968 extravaganza. Lakofka's article provides an amusing insight into the emergence of wargaming as a legitimate hobby. Rod Walker continues his popular Diplomacy column in each issue. *Book III* is introduced with a revealing essay by Chris Wagner, *S&T*'s founder.

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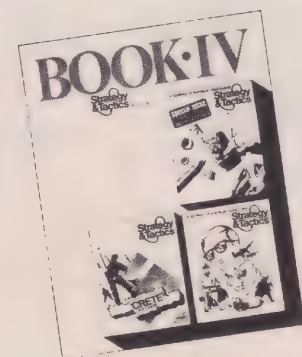


Book IV S&T nr's 16-18

Book IV follows *S&T* through its "change of publisher." Issues 16 and 17 are the last and best produced by the founder Chris Wagner, before being swamped financially. Number 16 is a special issue on Avalon Hill including an interview with Tom Shaw, the brains behind AH. Redmond Simonsen, *S&T*'s art director, casts a critical eye on the packaging of AH games. Number 17 is devoted to table top wargaming and includes *Schwerpunkt*, a complete set of rules for armored miniatures, plus *Afrika Korps in HO*. There is a debate on the need for revision of AH's *D-Day* between Tom Shaw (negative) and Larry Rusiecki (affir-

mative). In Number 18 Jim Dunnigan takes over as *S&T*'s publisher. Working virtually alone in a damp basement in New York's "historic" Lower East Side, Dunnigan completely revises the format of *S&T*. Nr. 18 includes *Crete*, a mini-game complete with map, rules and counters plus an article on AH's *Anzio* by its designer, and *S&T*'s regular features. With Nr.18 *S&T* begins publications of a game in each issue. *Book IV* is of high graphic quality. It includes three issues of *S&T* bound in a gloss cover and introductory essays by Chris Wagner and Jim Dunnigan. *Book IV* is indexed by title and author for easy reference.

\$6.00.



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